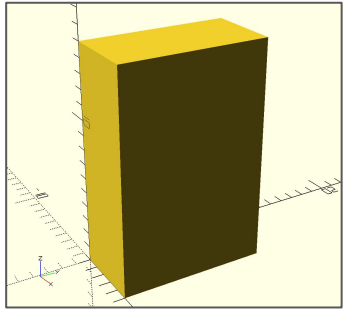
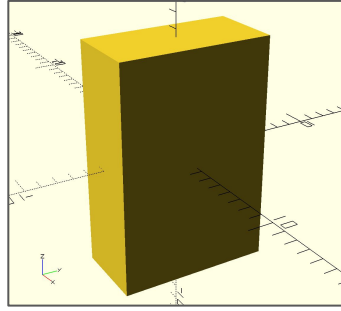


Cuboid



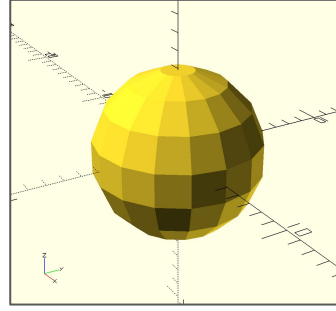
```
cube([5, 10, 15]);
```

Centered Cuboid



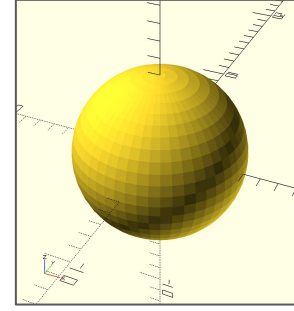
```
cube([5, 10, 15], center=true);
```

Sphere



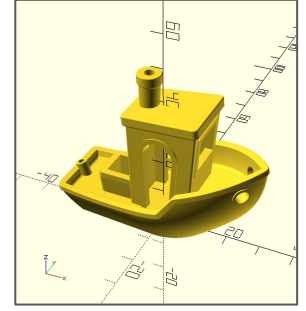
```
sphere(r=5);
```

Smooth Sphere



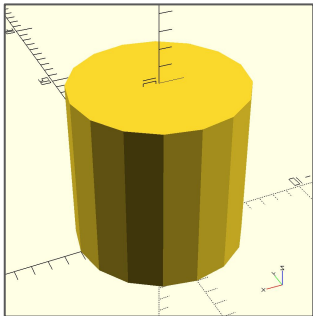
```
sphere(r=5, $fn=50);
```

Imported .stl



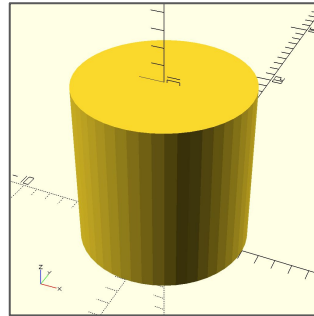
```
import("3DBenchy.stl");
```

Cylinder



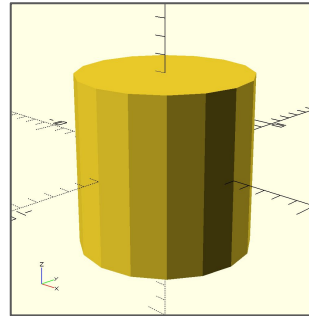
```
cylinder(h=10, r1=5, r2=5);
```

Smooth Cylinder



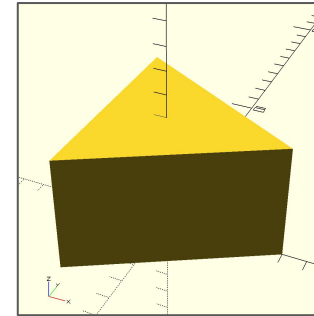
```
cylinder(h=10, r1=5, r2=5, $fn=50);
```

Centered Cylinder



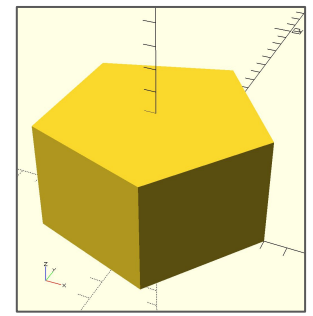
```
cylinder(h=10, r1=5, r2=5, center=true);
```

Regular Prism, 5 faces



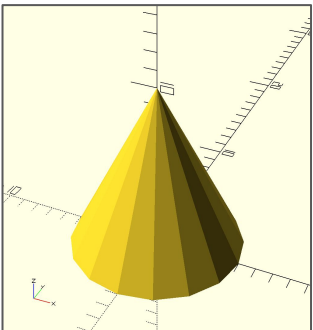
```
cylinder(h=5, r1=5, r2=5, $fn=3);
```

Regular Prism, 7 faces



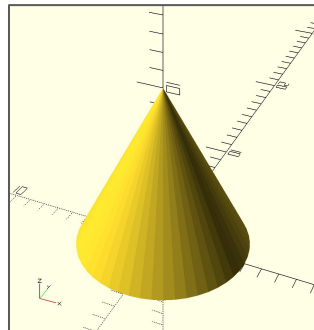
```
cylinder(h=5, r1=5, r2=5, $fn=5);
```

Cone



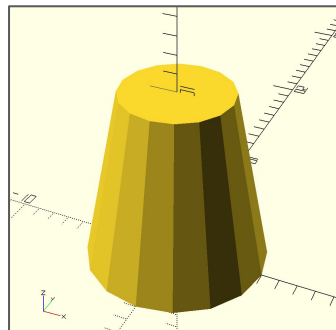
```
cylinder(h=10, r1=5, r2=0);
```

Smooth Cone



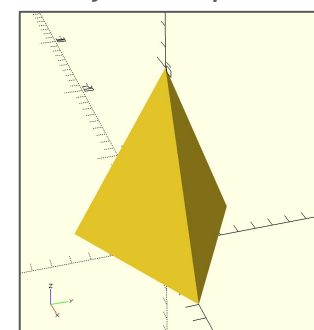
```
cylinder(h=10, r1=5, r2=0, $fn=50);
```

Truncated Cone



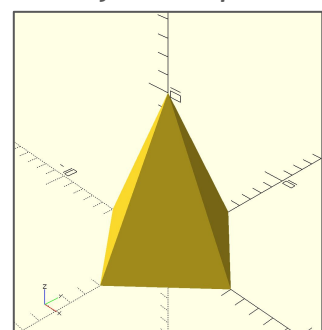
```
cylinder(h=10, r1=5, r2=3);
```

Pyramid, 4 faces



```
cylinder(h=10, r1=5, r2=0, $fn=3);
```

Pyramid, 5 faces



```
cylinder(h=10, r1=5, r2=0, $fn=4);
```